

## AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application.

### Listing of Claims:

1. (Currently Amended) A method of interacting with a monitor, comprising: modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring and input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a hyperlink, or a menu;

wherein tracking the eye gaze comprises monitoring a user's eye movement in a direction of the stationary target object, and further monitoring a trajectory of the input indicator on the monitor;

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object;

identifying the stationary target object through eye-gazing tracking by identifying at least one particular pixel being gazed at by the user;

wherein modifying the portion of the output comprises selectively expanding a target object region in the portion of the output; and

wherein modifying the portion of the output further comprises selectively contracting a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region.

2-5. (Cancelled)

6. (Currently Amended) The method according to claim ~~[[4]]~~ 1, further comprising determining a modification time based on data derived concurrently from the user's eye gaze.

7. (Currently Amended) The method according to claim ~~[[4]]~~ 1, further comprising determining a motion direction of the input indicator.

8. (Currently Amended) The method according to claim ~~[[4]]~~ 1, wherein identifying the target object is based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.

9. (Original) The method according to claim 1, further comprising identifying the portion of the output based on boundaries of interactive graphical user interface components.

10. (Cancelled)

11. (Currently Amended) The method according to claim ~~10~~ 9, further comprising expanding the interactive graphical user interface components to permit interactivity.

12. (Currently Amended) The method according to claim ~~5~~ 1, wherein the input indicator is inputted by an input device that comprises any one or more of: a mouse, a touch screen, a tablet computer, a personal digital assistant, a stylus, and a motion sensor.

13. (Currently Amended) The method according to claim ~~5~~ 1, wherein transforming the portion of the output comprises transforming the stationary target object

into a larger target object larger than the stationary target object by increasing the stationary target object in size and hiding an area of the monitor that is covered by the larger target object ~~an increase in size of the target object to accommodate a change in appearance of the target object.~~

14. (Currently Amended) The method according to claim 5 1, wherein transforming the portion of the output comprises moving one or more objects on the monitor toward one or more edges of the monitor to accommodate a change in appearance of the stationary target object.

15. (Currently Amended) The method of claim 5 13, wherein transforming the portion of the output comprises reducing a size of one or more objects located adjacent the larger target object to accommodate a change in appearance of the larger target object while maintaining an original appearance of a remaining portion of the output.

16. (Currently Amended) The method according to claim 12, further comprising restoring the stationary target object and the monitor to an original appearance when any one of the eye-gaze or the input device indicates that the stationary target object has been deselected.

17. (Currently Amended) A system for interacting with a monitor, comprising: means for modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a menu, or a hyperlink;

wherein tracking the eye gaze is implemented by a means for monitoring an eye movement in a direction of the stationary target object, and by a means for monitoring a trajectory of an input indicator on the monitor; and

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object;

means for identifying the stationary target object through eye-gaze tracking by identifying at least one particular pixel being gazed at by the user;

wherein the means for modifying the portion of the output selectively expands a target object region in the portion of the output; and

wherein the means for modifying the portion of the output further selectively contracts a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region.

18. (Currently Amended) The system according to claim 17, further comprising means for identifying the stationary target object through eye-gaze tracking.

19. (Currently Amended) The system according to claim 18, wherein the means for identifying the stationary target object identifies the stationary target object based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.

20. (Currently Amended) A software program product having instruction codes stored on a ~~computer-readable~~ storage medium, for interacting with a monitor, the program product comprising:

a set of instruction codes for modifying a portion of an output displayed on a monitor by tracking an eye gaze and by monitoring an input indicator on the monitor that reflects a user's activity, wherein the output comprises at least part of a stationary target object representing an interactive component comprising at least one of a button, a scroll bar, a menu, or a hyperlink;

wherein tracking the eye gaze is implemented by a set of instruction codes for

monitoring an eye movement in a direction of the stationary target object, and by a set of instruction codes for monitoring a trajectory of an input indicator on the monitor;

wherein the portion of the output is modified upon detecting the coincidence of the user's eye movement and the input indicator trajectory in the direction of the stationary target object;

a set of instruction codes for identifying the stationary target object through eye-gaze tracking by identifying at least one particular pixel being gazed at by the user;

wherein the set of instruction codes for modifying the portion of the output selectively expands a target object region in the portion of the output; and

wherein the set of instruction codes for modifying the portion of the output further selectively contracts a region surrounding the target object region in the portion of the output, to compensate for the expanded target object region.

21. (Currently Amended) The software program product according to claim 20, further comprising a set of instruction codes for identifying the stationary target object through eye-gaze tracking.

22. (Currently Amended) The software program product according to claim 20, wherein the set of instruction codes for identifying the stationary target object identifies the stationary target object based on data derived concurrently from the eye gaze and the direction of movement of the input indicator.